



The following information was contributed by [Kevin Dole](#) who has crafted not only stats but also extrapolated a detailed history for the custom Star Destroyer commanded by Admiral Giel in issue 61's "Screams in the Void" which is the climax of the tale of Shira Brie. Artist Walt Simonson based the look of the Giel's flagship on Nilo Rodis-Jamero's preliminary designs for Vader's Super-Star Destroyer which were published in *The Empire Strikes Back Sketchbook*.

Greatsword-class Star Destroyer

The Greatsword-class is the only "off reservation" class of Star Destroyer. Manufactured by the Loronar Corporation, there are a great deal of rumors concerning the involvement of Gyndine/KDY. (See the documents concerning the rift between KDY/Kuat and KDY/Fondor.) While the management of both companies emphatically deny those stories, the truth is that there is a certain degree of similarity between the Greatsword and the KDY models.

The most noticeable feature of this command ship is the lack of the traditional bridge tower. Rather, it has been replaced with a dorsal spine that extends about half way down the 6900 meter length of this majestic craft. The foremost point of this ridge houses the bridge proper, the captain's ready/briefing room, and the gunnery command section. This ridge also houses the quarters for the senior most officers (CO, XO, third officer, chief of the ship, and commander, ground forces) and their lounge. The rest of the area is occupied with sensor and communications rooms, the intelligence section and other areas.

One of the more interesting and innovative features of the Greatsword is the configuration of the guns. Each individual weapon is manned by one gunner. The weapons are mounted in clusters of four. Each cluster has a man designated "head gunner". He can fire the entire cluster as a single battery. The software needed to make such a change is slow, meaning that if the guns are fired as a battery, it takes at least five seconds before individual control can be regained, and results in a dramatic lessening in the effectiveness of the fire control systems. It is felt that this trade-off is worth it, as a single gun packs more than enough power to fry a starfighter or transport, requiring precise fire control, while each battery is intended to target other capital ships, which are much larger and slower targets.

For missions that require a "lighter" touch, its cavernous hanger bay carries a formation of small craft, consisting of a pair of fighter wings (usually one Fleet Wing and one Assault or Hunter Wing) and an augmented transport wing (1 squadron of shuttles, 2 of drops ships and three of landing barges). For ground side operations, she carries a full battlegroup of troops, an additional battalion of Stormtroopers, 30 AT-ATs and 60 AT-STs. It does not, interestingly, carry a prefabricated garrison base. This is yet another reminder that the Greatswords are not a KDY design.

The intention was to name the ships after the great sword designs or the mythical swords of Human worlds. While it is a noble sentiment, sentiment is not enough to overcome bad history. The entire design seems jinxed.

This started with the first hull, the Greatsword. She was given Admiral Giel as his flagship. During the rescue of the last members of the Tazeel species held hostage by the Rebellion, the area that housed the Tazeel was purposefully destroyed by the best pilots that the Rebellion has. While no means as tragic as the barbarity of this murder, there was a power surge that damaged the targeting and sensor systems, and blowing all regulators on the emergency hyperdrive. The Greatsword was brought into deepdock for repairs, and with the current political environment, it is possible that she might stay in orbit until the docks are clear. Even though Fleet planners miss her firepower, there are smaller Imperial and Victory Star Destroyers who need less work, and thus have a higher priority.

The second of the class, the Katana, named for the Kuati blade (a peace offering to KDY) and the flagship of the Katana Fleet. She had problems during construction with the primary computer's programming. It seems that this flaw showed up again, and not as an accident. During the shake down cruise, telemetry reports that many of the airlocks were opened to space, and a blind hyperspace jump was made. A contract tech was latter arrested for being a Rebellion terrorist, and executed. The Katana is still missing.

The third of these seems to be breaking the hex. First assigned to Grand Moff Kaine (Grand Moff Tarkin's successor), she served with distinction, until replaced with the Executor-class Reaper. She was reassigned to Moff Quillian of the Hoget Sector, where she has taken part in numerous operations against pirates, smuggle bands and the Rebel terrorists.

The Flamberge has just finished her maiden cruise, and has been assigned to the Corellian Sector. There is some conjecture as to whether or not she shall remain there if and when she is replaced with an Executor-class, or be reassigned to the Outer Rim, or even out into Wild Space or the Unknown Regions.

The Fifth ship of the class, the Morglay, is nearing completion. With the official adoption of the Executor-class, she will most likely be the last of the line. Her destination is unknown at this time.

Greatsword Star Destroyer

Craft: Loronar Corporation Greatsword-class Star Destroyer

Type: Command/Battleship

Scale: Capital

Length: 6900m

Skill: Capital Ship Piloting: Greatsword

Crew: 124, 415 gunners: 1355, skeleton: 10,000/+10

Crew skill: Astrogation 4D, Capital Ship Piloting 4D+2, Capital Ship Gunnery 5D, Capital Ship Shields 5D, Sensors 4D+2

Passengers: 17,500

Cargo Capacity: 45,000 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x2

Backup Hyperdrive: x14

Nav Computer: yes

Maneuverability: 1D

Space: 5

Hull: 8D

Shields: 6D

Sensors:

Passive: 50/2D+1

Scan: 100/3D+2

Search: 250/5D

Focus: 10/6D

Small Craft:

144 TIEs

12 shuttles (usually 8 Lambda-class, 2 Sentinel-class, 2 Assault Shuttles)

12 landing barges

24 drop ships

Weapons: (Note: the parenthesized figures are for the battery firing mode)

500 Turbolaser Cannons (125 Batteries)*

Fire Arc: 140 (35) front, 140 (35) left, 140 (35) right, 40 (10) back

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 4D (2D)

Range: 3-15/35/75

Atmosphere: 6-30/70/150km

Damage: 4D (7D)

360 Heavy Turbolaser Cannons (80 Batteries)*

Fire Arc: 120 (30) front, 80 (20) left, 80 (20) right, 40 (10) back

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 2D (0D)

Range: 5-20/40/60

Atmosphere: 10-40/80/120km

Damage: 7D (10D)

120 Ion Cannons (30 Batteries)*

Fire Arc: 40 (10) front, 40 (10) left, 40 (10) right

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D (1D)

Range: 1-10/25/50

Atmosphere: 2-20/50/100km

Damage: 4D (7D)

20 Tractor Beams

Fire Arc: 5 front, 6 left, 6 right, 3 back

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 3D

Range: 1-5/15/30

Atmosphere: 2-10/30/60km

Damage: 6D

100 Concussion Missile Launchers

Fire Arc: 30 front, 25 left, 25 right, 20 back

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 2D

Range: 2-12/30/60

Atmosphere: 4-24/30/120km

Damage: 9D

* the gunnery system allows each cluster to be fired as a battery OR as individual guns only per round, not both in a single round.

The Greatsword was created by David Michelinie and Walt Simonson, based on a design by Nilo Rodis-Jamero.

[Back to Home](#)